

Aerial Caravan

{4}{U}{U}

Creature -- Soldier

4/3

Flying

{1}{U}{U}: Remove the top card of your library from the game. Until end of turn, you may play that card as though it were in your hand.  
#(Reveal the card as you remove it from the game.)#

Afterlife

{2}{W}

Instant

Destroy target creature. It can't be regenerated. Its controller puts a 1/1 white Spirit creature token with flying into play.

Alabaster Wall

{2}{W}

Creature -- Wall

0/4

#{Walls can't attack.}#

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Alley Grifters

{1}{B}{B}

Creature -- Mercenary

2/2

Whenever Alley Grifters becomes blocked, defending player discards a card from his or her hand.

Ancestral Mask

{2}{G}

Enchant Creature

Enchanted creature gets +2/+2 for each other enchantment in play.

Armistice

{2}{W}

Enchantment

{3}{W}{W}: You draw a card and target opponent gains 3 life.

Arms Dealer

{2}{R}

Creature -- Goblin

1/1

{1}{R}, Sacrifice a Goblin: Arms Dealer deals 4 damage to target creature.

Arrest

{2}{W}

Enchant Creature

Enchanted creature can't attack or block, and its activated abilities can't be played.

Assembly Hall

{5}  
Artifact  
{4}, {T}: Reveal a creature card in your hand. Search your library for a card with the same name as that card, reveal the card, and put it into your hand. Then shuffle your library.

Ballista Squad  
{3}{W}  
Creature -- Rebel  
2/2  
{X}{W}, {T}: Ballista Squad deals X damage to target attacking or blocking creature.

Balloon Peddler  
{2}{U}  
Creature -- Spellshaper  
2/2  
{U}, {T}, Discard a card from your hand: Target creature gains flying until end of turn.

Barbed Wire  
{3}  
Artifact  
At the beginning of each player's upkeep, Barbed Wire deals 1 damage to that player.  
{2}: Prevent the next 1 damage that would be dealt by Barbed Wire this turn.

Bargaining Table  
{5}  
Artifact  
{X}, {T}: Draw a card. X is the number of cards in an opponent's hand as you play this ability.

Battle Rampart  
{2}{R}  
Creature -- Wall  
1/3  
#(Walls can't attack.)#  
{T}: Target creature gains haste until end of turn. #(That creature may attack and #{T}# the turn it comes under your control.)#

Battle Squadron  
{3}{R}{R}  
Creature -- Ship  
\*/  
Flying  
Battle Squadron's power and toughness are each equal to the number of creatures you control.

Bifurcate  
{3}{G}  
Sorcery  
Search your library for a creature card with the same name as target

creature and put that card into play. Then shuffle your library.

#### Black Market

{3}{B}{B}

Enchantment

Whenever a creature is put into a graveyard from play, put a charge counter on Black Market.

At the beginning of your precombat main phase, add {B} to your mana pool for each charge counter on Black Market.

#### Blaster Mage

{2}{R}

Creature -- Spellshaper

2/2

{R}, {T}, Discard a card from your hand: Destroy target Wall.

#### Blockade Runner

{3}{U}

Creature -- Merfolk

2/2

{U}: Blockade Runner is unblockable this turn.

#### Blood Hound

{2}{R}

Creature -- Hound

1/1

Whenever you're dealt damage, you may put that many +1/+1 counters on Blood Hound.

At the end of your turn, remove all +1/+1 counters from Blood Hound.

#### Blood Oath

{3}{R}

Instant

Choose a card type. Target opponent reveals his or her hand. Blood Oath deals 3 damage to that player for each card of the chosen type revealed this way. #(The card types are artifact, creature, enchantment, instant, land, and sorcery.)#

#### Boa Constrictor

{4}{G}

Creature -- Snake

3/3

{T}: Boa Constrictor gets +3/+3 until end of turn.

#### Bog Smugglers

{1}{B}{B}

Creature -- Mercenary

2/2

Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

#### Bog Witch

{2}{B}

Creature -- Spellshaper

1/1

{B}, {T}, Discard a card from your hand: Add {B}{B}{B} to your mana pool.

Brainstorm

{U}

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

Brawl

{3}{R}{R}

Instant

Until end of turn, all creatures gain "{T}: This creature deals damage equal to its power to target creature."

Briar Patch

{1}{G}{G}

Enchantment

Whenever a creature attacks you, it gets -1/-0 until end of turn.

Bribery

{3}{U}{U}

Sorcery

Search target opponent's library for a creature card and put that card into play under your control. Then that player shuffles his or her library.

Buoyancy

{1}{U}

Enchant Creature

You may play Buoyancy any time you could play an instant.

Enchanted creature has flying.

Cackling Witch

{1}{B}

Creature -- Spellshaper

1/1

{X}{B}, {T}, Discard a card from your hand: Target creature gets +X/+0 until end of turn.

Caller of the Hunt

{2}{G}

Creature -- Lord

\*/\*

As Caller of the Hunt comes into play, choose a creature type.

Caller of the Hunt's power and toughness are each equal to the number of creatures in play of the chosen type.

Cateran Brute

{2}{B}

Creature -- Mercenary

2/2

{2}, {T}: Search your library for a Mercenary card with converted

mana cost 2 or less and put that card into play. Then shuffle your library.

Cateran Enforcer

{3}{B}{B}

Creature -- Mercenary

4/3

Fear # (This creature can't be blocked except by artifact creatures and/or black creatures.) #

{4}, {T}: Search your library for a Mercenary card with converted mana cost 4 or less and put that card into play. Then shuffle your library.

Cateran Kidnappers

{2}{B}{B}

Creature -- Mercenary

4/2

{3}, {T}: Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Cateran Overlord

{4}{B}{B}{B}

Creature -- Mercenary

7/5

Sacrifice a creature: Regenerate Cateran Overlord.

{6}, {T}: Search your library for a Mercenary card with converted mana cost 6 or less and put that card into play. Then shuffle your library.

Cateran Persuader

{B}{B}

Creature -- Mercenary

2/1

{1}, {T}: Search your library for a Mercenary card with converted mana cost 1 or less and put that card into play. Then shuffle your library.

Cateran Slaver

{4}{B}{B}

Creature -- Mercenary

5/5

Swampwalk # (This creature is unblockable as long as defending player controls a swamp.) #

{5}, {T}: Search your library for a Mercenary card with converted mana cost 5 or less and put that card into play. Then shuffle your library.

Cateran Summons

{B}

Sorcery

Search your library for a Mercenary card, reveal that card, and put it into your hand. Then shuffle your library.

Caustic Wasps

{2}{G}

Creature -- Insect

1/1

Flying

Whenever Caustic Wasps deals combat damage to a player, you may destroy target artifact that player controls.

Cave Sense

{1}{R}

Enchant Creature

Enchanted creature gets +1/+1 and has mountainwalk. #(It's unblockable as long as defending player controls a mountain.)#

Cave-In

{3}{R}{R}

Sorcery

You may remove a red card in your hand from the game rather than pay Cave-In's mana cost.

Cave-In deals 2 damage to each creature and each player.

Cavern Crawler

{2}{R}

Creature -- Insect

0/3

Mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#

{R}: Cavern Crawler gets +1/-1 until end of turn.

Ceremonial Guard

{2}{R}

Creature -- Soldier

3/4

When Ceremonial Guard attacks or blocks, destroy it at end of combat.

Chambered Nautilus

{2}{U}

Creature -- Beast

2/2

Whenever Chambered Nautilus becomes blocked, you may draw a card.

Chameleon Spirit

{3}{U}

Creature -- Illusion

\*/\*

As Chameleon Spirit comes into play, choose a color.

Chameleon Spirit's power and toughness are each equal to the number of permanents of the chosen color your opponents control.

Charisma

{U}{U}{U}

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control

that creature as long as Charisma remains in play.

Charm Peddler

{W}

Creature -- Spellshaper

1/1

{W}, {T}, Discard a card from your hand: The next time a source of your choice would deal damage to target creature this turn, prevent that damage.

Charmed Griffin

{3}{W}

Creature -- Griffin

3/3

Flying

When Charmed Griffin comes into play, each other player may put an artifact or enchantment card into play from his or her hand.

Cho-Arrim Alchemist

{W}

Creature -- Spellshaper

1/1

{1}{W}{W}, {T}, Discard a card from your hand: The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way.

Cho-Arrim Bruiser

{5}{W}

Creature -- Rebel

3/4

Whenever Cho-Arrim Bruiser attacks, you may tap up to two target creatures.

Cho-Arrim Legate

{2}{W}

Creature -- Soldier

1/2

Protection from black

If an opponent controls a swamp and you control a plains, you may play Cho-Arrim Legate without paying its mana cost.

Cho-Manno, Revolutionary

{2}{W}{W}

Creature -- Rebel Legend

2/2

Prevent all damage that would be dealt to Cho-Manno, Revolutionary.

Cho-Manno's Blessing

{W}{W}

Enchant Creature

You may play Cho-Manno's Blessing any time you could play an instant.

As Cho-Manno's Blessing comes into play, choose a color.

Enchanted creature has protection from the chosen color. This effect

doesn't remove Cho-Manno's Blessing.

Cinder Elemental

{3}{R}

Creature -- Elemental

2/2

{X}{R}, {T}, Sacrifice Cinder Elemental: Cinder Elemental deals X damage to target creature or player.

Clear the Land

{2}{G}

Sorcery

Each player reveals the top five cards of his or her library, puts into play tapped all land cards revealed this way, and removes the rest from the game.

Close Quarters

{2}{R}{R}

Enchantment

Whenever a creature you control becomes blocked, Close Quarters deals 1 damage to target creature or player.

Cloud Sprite

{U}

Creature -- Faerie

1/1

Flying

Cloud Sprite may block only creatures with flying.

Coastal Piracy

{2}{U}{U}

Enchantment

Whenever a creature you control deals combat damage to an opponent, you may draw a card.

Collective Unconscious

{4}{G}{G}

Sorcery

Draw a card for each creature you control.

Common Cause

{2}{W}

Enchantment

Nonartifact creatures get +2/+2 as long as they all share a color.

Conspiracy

{3}{B}{B}

Enchantment

As Conspiracy comes into play, choose a creature type.

Creatures you control and creature cards you own that aren't in play are of the chosen type.

Cornered Market

{2}{W}



Enchantment

Players can't play spells or nonbasic lands with the same name as a card in play.

Corrupt Official

{4}{B}

Creature -- Minion

3/1

{2}{B}: Regenerate Corrupt Official.

Whenever Corrupt Official becomes blocked, defending player discards a card at random from his or her hand.

Counterspell

{U}{U}

Instant

Counter target spell.

Cowardice

{3}{U}{U}

Enchantment

Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand.

Crackdown

{2}{W}

Enchantment

Nonwhite creatures with power 3 or greater don't untap during their controllers' untap steps.

Crag Saurian

{R}{R}{R}

Creature -- Lizard

4/4

Whenever a source deals damage to Crag Saurian, that source's controller gains control of Crag Saurian.

Crash

{2}{R}

Instant

You may sacrifice a mountain rather than pay Crash's mana cost.

Destroy target artifact.

Credit Voucher

{2}

Artifact

{2}, {T}, Sacrifice Credit Voucher: Shuffle any number of cards from your hand into your library, then draw that many cards.

Crenellated Wall

{4}

Artifact Creature -- Wall

0/4

#{Walls can't attack.)#

{T}: Target creature gets +0/+4 until end of turn.

Crooked Scales

{4}

Artifact

{4}, {T}: Flip a coin. If you win the flip, destroy target creature an opponent controls. If you lose the flip, destroy target creature you control unless you pay {3} and repeat this process.

Crossbow Infantry

{1}{W}

Creature -- Soldier

1/1

{T}: Crossbow Infantry deals 1 damage to target attacking or blocking creature.

Crumbling Sanctuary

{5}

Artifact

For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead.

Customs Depot

{1}{U}

Enchantment

Whenever you play a creature spell, you may pay {1}. If you do, draw a card, then discard a card from your hand.

Dark Ritual

{B}

Instant

Add {B}{B}{B} to your mana pool.

Darting Merfolk

{1}{U}

Creature -- Merfolk

1/1

{U}: Return Darting Merfolk to its owner's hand.

Dawnstrider

{1}{G}

Creature -- Spellshaper

1/1

{G}, {T}, Discard a card from your hand: Prevent all combat damage that would be dealt this turn.

Deadly Insect

{4}{G}

Creature -- Insect

6/1

Deadly Insect can't be the target of spells or abilities.

Deathgazer

{3}{B}

Creature -- Lizard

2/2

Whenever Deathgazer blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.

Deepwood Drummer

{1}{G}

Creature -- Spellshaper

1/1

{G}, {T}, Discard a card from your hand: Target creature gets +2/+2 until end of turn.

Deepwood Elder

{G}{G}

Creature -- Spellshaper

2/2

{X}{G}{G}, {T}, Discard a card from your hand: X target lands become forests until end of turn.

Deepwood Ghoul

{2}{B}

Creature -- Zombie

2/1

Pay 2 life: Regenerate Deepwood Ghoul.

Deepwood Legate

{3}{B}

Creature -- Shade

1/1

If an opponent controls a forest and you control a swamp, you may play Deepwood Legate without paying its mana cost.

{B}: Deepwood Legate gets +1/+1 until end of turn.

Deepwood Tantiv

{4}{G}

Creature -- Beast

2/4

Whenever Deepwood Tantiv becomes blocked, you gain 2 life.

Deepwood Wolverine

{G}

Creature -- Wolverine

1/1

Whenever Deepwood Wolverine becomes blocked, it gets +2/+0 until end of turn.

Dehydration

{3}{U}

Enchant Creature

Enchanted creature doesn't untap during its controller's untap step.

Delraich

{6}{B}

Creature -- Horror

6/6

Trample

You may sacrifice three black creatures rather than pay Delraich's mana cost.

Desert Twister

{4}{G}{G}

Sorcery

Destroy target permanent.

Devout Witness

{2}{W}

Creature -- Spellshaper

2/2

{1}{W}, {T}, Discard a card from your hand: Destroy target artifact or enchantment.

Diplomatic Escort

{1}{U}

Creature -- Spellshaper

1/1

{U}, {T}, Discard a card from your hand: Counter target spell or ability that targets a creature.

Diplomatic Immunity

{1}{U}

Enchant Creature

Enchanted creature can't be the target of spells or abilities.

Diplomatic Immunity can't be the target of spells or abilities.

Disenchant

{1}{W}

Instant

Destroy target artifact or enchantment.

Distorting Lens

{2}

Artifact

{T}: Target permanent becomes the color of your choice until end of turn.

Drake Hatchling

{2}{U}

Creature -- Drake

1/3

Flying

{U}: Drake Hatchling gets +1/+0 until end of turn. Play this ability only once each turn.

Dust Bowl

Land

{T}: Add one colorless mana to your mana pool.

{3}, {T}, Sacrifice a land: Destroy target nonbasic land.

Embargo

{3}{U}

Enchantment

Nonland permanents don't untap during their controllers' untap steps.

At the beginning of your upkeep, you lose 2 life.

Energy Flux

{2}{U}

Enchantment

All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {2}."

Enslaved Horror

{3}{B}

Creature -- Horror

4/4

When Enslaved Horror comes into play, each other player may return a creature card from his or her graveyard to play.

Erithizon

{2}{G}{G}

Creature -- Beast

4/4

Whenever Erithizon attacks, put a +1/+1 counter on target creature of defending player's choice.

Extortion

{3}{B}{B}

Sorcery

Look at target player's hand and choose up to two cards from it. That player discards those cards.

Extravagant Spirit

{3}{U}

Creature -- Spirit

4/4

Flying

At the beginning of your upkeep, sacrifice Extravagant Spirit unless you pay {1} for each card in your hand.

Eye of Ramos

{3}

Artifact

{T}: Add one blue mana to your mana pool.

Sacrifice Eye of Ramos: Add one blue mana to your mana pool.

False Demise

{2}{U}

Enchant Creature

When enchanted creature is put into a graveyard, return that creature to play under your control.

Ferocity

{1}{G}

### Enchant Creature

Whenever enchanted creature blocks or becomes blocked, you may put a +1/+1 counter on it.

### Flailing Manticore

{3}{R}

Creature -- Monster

3/3

Flying, first strike

{1}: Flailing Manticore gets +1/+1 until end of turn. Any player may play this ability.

{1}: Flailing Manticore gets -1/-1 until end of turn. Any player may play this ability.

### Flailing Ogre

{2}{R}

Creature -- Ogre

3/3

{1}: Flailing Ogre gets +1/+1 until end of turn. Any player may play this ability.

{1}: Flailing Ogre gets -1/-1 until end of turn. Any player may play this ability.

### Flailing Soldier

{R}

Creature -- Soldier

2/2

{1}: Flailing Soldier gets +1/+1 until end of turn. Any player may play this ability.

{1}: Flailing Soldier gets -1/-1 until end of turn. Any player may play this ability.

### Flaming Sword

{1}{R}

Enchant Creature

You may play Flaming Sword any time you could play an instant.

Enchanted creature gets +1/+0 and has first strike.

### Food Chain

{2}{G}

Enchantment

Remove a creature you control from the game: Add X mana of any one color to your mana pool, where X is the removed creature's converted mana cost plus one. This mana may be spent only to play creature spells.

### Forced March

{X}{B}{B}{B}

Sorcery

Destroy all creatures with converted mana cost X or less.

### Forest

Land

[G]

Foster

{2}{G}{G}

Enchantment

Whenever a creature you control is put into a graveyard from play, you may pay {1}. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest into your graveyard.

Fountain of Cho

Land

Fountain of Cho comes into play tapped.

{T}: Put a storage counter on Fountain of Cho.

{T}, Remove any number of storage counters from Fountain of Cho: Add one white mana to your mana pool for each storage counter removed this way.

Fountain Watch

{3}{W}{W}

Creature -- Guardian

2/4

Artifacts and enchantments you control can't be the target of spells or abilities.

Fresh Volunteers

{1}{W}

Creature -- Rebel

2/2

Furious Assault

{2}{R}

Enchantment

Whenever you play a creature spell, Furious Assault deals 1 damage to target player.

Game Preserve

{2}{G}

Enchantment

At the beginning of your upkeep, each player reveals the top card of his or her library. If all cards revealed this way are creature cards, put those cards into play under their owners' control.

#(Otherwise, put them back face-down on top of their owners' libraries.)#

General's Regalia

{3}

Artifact

{3}: The next time a source of your choice would deal damage to you this turn, that damage is dealt to target creature you control instead.

Gerrard's Irregulars

{4}{R}

Creature -- Soldier

4/2

Trample; haste # (This creature may attack and # {T} # the turn it comes under your control.) #

Ghoul's Feast

{1}{B}

Instant

Target creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard.

Giant Caterpillar

{3}{G}

Creature -- Insect

3/3

{G}, Sacrifice Giant Caterpillar: Put a 1/1 green Butterfly creature token with flying into play at end of turn.

Glowing Anemone

{3}{U}

Creature -- Beast

1/3

When Glowing Anemone comes into play, you may return target land to its owner's hand.

Groundskeeper

{G}

Creature -- Druid

1/1

{1}{G}: Return target basic land card from your graveyard to your hand.

Gush

{4}{U}

Instant

You may return two islands you control to their owner's hand rather than pay Gush's mana cost.

Draw two cards.

Hammer Mage

{1}{R}

Creature -- Spellshaper

1/1

{X}{R}, {T}, Discard a card from your hand: Destroy all artifacts with converted mana cost X or less.

Haunted Crossroads

{2}{B}

Enchantment

{B}: Put target creature card from your graveyard on top of your library.

Heart of Ramos

{3}



Artifact

{T}: Add one red mana to your mana pool.

Sacrifice Heart of Ramos: Add one red mana to your mana pool.

Henge Guardian

{5}

Artifact Creature

3/4

{2}: Henge Guardian gains trample until end of turn.

Henge of Ramos

Land

{T}: Add one colorless mana to your mana pool.

{2}, {T}: Add one mana of any color to your mana pool.

Hickory Woodlot

Land

Hickory Woodlot comes into play tapped with two depletion counters on it.

{T}, Remove a depletion counter from Hickory Woodlot: Add two green mana to your mana pool. If there are no depletion counters on

Hickory Woodlot, sacrifice it.

High Market

Land

{T}: Add one colorless mana to your mana pool.

{T}, Sacrifice a creature: You gain 1 life.

High Seas

{2}{U}

Enchantment

Red creature spells and green creature spells cost {1} more to play.

Highway Robber

{2}{B}{B}

Creature -- Mercenary

2/2

When Highway Robber comes into play, you gain 2 life and target opponent loses 2 life.

Hired Giant

{3}{R}

Creature -- Giant

4/4

When Hired Giant comes into play, each other player may search his or her library for a land card, put that card into play, then shuffle that library.

Honor the Fallen

{1}{W}

Instant

Remove all creature cards in all graveyards from the game. You gain 1 life for each card removed this way.

Hoodwink

{1}{U}

Instant

Return target artifact, enchantment, or land to its owner's hand.

Horn of Plenty

{6}

Artifact

Whenever a player plays a spell, he or she may pay {1}. If that player does, he or she draws a card at end of turn.

Horn of Ramos

{3}

Artifact

{T}: Add one green mana to your mana pool.

Sacrifice Horn of Ramos: Add one green mana to your mana pool.

Horned Troll

{2}{G}

Creature -- Troll

2/2

{G}: Regenerate Horned Troll.

Howling Wolf

{2}{G}{G}

Creature -- Wolf

2/2

When Howling Wolf comes into play, you may search your library for up to three cards named Howling Wolf, reveal them, and put them into your hand. If you do, shuffle your library.

Hunted Wumpus

{3}{G}

Creature -- Beast

6/6

When Hunted Wumpus comes into play, each other player may put a creature card from his or her hand into play under his or her control.

Ignoble Soldier

{2}{W}

Creature -- Soldier

3/1

Whenever Ignoble Soldier becomes blocked, prevent all combat damage that would be dealt by it this turn.

Indentured Djinn

{1}{U}{U}

Creature -- Djinn

4/4

Flying

When Indentured Djinn comes into play, each other player may draw up to three cards.

Instigator

{1}{B}

Creature -- Spellshaper

1/1

{1}{B}{B}, {T}, Discard a card from your hand: Creatures target player controls attack this turn if able.

Insubordination

{B}{B}

Enchant Creature

At the end of the turn of enchanted creature's controller, Insubordination deals 2 damage to that player unless enchanted creature attacked this turn.

Intimidation

{2}{B}{B}{B}

Enchantment

Creatures you control have fear. #(They can't be blocked except by artifact creatures and/or black creatures.)#

Invigorate

{2}{G}

Instant

If you control a forest, you may have an opponent gain 3 life rather than pay Invigorate's mana cost.

Target creature gets +4/+4 until end of turn.

Inviolability

{1}{W}

Enchant Creature

Prevent all damage that would be dealt to enchanted creature.

Iron Lance

{2}

Artifact

{3}, {T}: Target creature gains first strike until end of turn.

Island

Land

[U]

Ivory Mask

{2}{W}{W}

Enchantment

You can't be the target of spells or abilities.

Jeweled Torque

{2}

Artifact

As Jeweled Torque comes into play, choose a color.

Whenever a player plays a spell of the chosen color, you may pay {2}. If you do, you gain 2 life.

Jhovall Queen

{4}{W}{W}

Creature -- Rebel

4/7

Attacking doesn't cause Jhovall Queen to tap.

Jhovall Rider

{4}{W}

Creature -- Rebel

3/3

Trample

Karn's Touch

{U}{U}

Instant

Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. #(It retains its abilities.)#

Kris Mage

{R}

Creature -- Spellshaper

1/1

{R}, {T}, Discard a card from your hand: Kris Mage deals 1 damage to target creature or player.

Kyren Archive

{3}

Artifact

At the beginning of your upkeep, you may remove the top card of your library from the game face down.

{5}, Discard your hand, Sacrifice Kyren Archive: Put all cards removed from the game with Kyren Archive into their owner's hand.

Kyren Glider

{1}{R}

Creature -- Goblin

1/1

Flying

Kyren Glider can't block.

Kyren Legate

{1}{R}

Creature -- Goblin

1/1

If an opponent controls a plains and you control a mountain, you may play Kyren Legate without paying its mana cost.

Haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Kyren Negotiations

{2}{R}{R}

Enchantment

Tap an untapped creature you control: Kyren Negotiations deals 1

damage to target player.

Kyren Sniper

{2}{R}

Creature -- Goblin

1/1

At the beginning of your upkeep, you may have Kyren Sniper deal 1 damage to target player.

Kyren Toy

{3}

Artifact

{1}, {T}: Put a charge counter on Kyren Toy.

{T}, Remove X charge counters from Kyren Toy: Add X plus one colorless mana to your mana pool.

Land Grant

{1}{G}

Sorcery

If you have no land cards in hand, you may reveal your hand rather than pay Land Grant's mana cost.

Search your library for a forest card, reveal that card, and put it into your hand. Then shuffle your library.

Larceny

{3}{B}{B}

Enchantment

Whenever a creature you control deals combat damage to a player, that player discards a card from his or her hand.

Last Breath

{1}{W}

Instant

Remove target creature with power 2 or less from the game. Its controller gains 4 life.

Lava Runner

{1}{R}{R}

Creature -- Lizard

2/2

Haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Whenever Lava Runner becomes the target of a spell or ability, that spell or ability's controller sacrifices a land.

Ley Line

{3}{G}

Enchantment

At the beginning of each player's upkeep, that player may put a +1/+1 counter on target creature of his or her choice.

Liability

{1}{B}{B}

Enchantment

Whenever a card is put into a player's graveyard from play, that player loses 1 life.

Lightning Hounds  
{2}{R}{R}  
Creature -- Hound  
3/2  
First strike

Lithophage  
{3}{R}{R}  
Creature -- Insect  
7/7  
At the beginning of your upkeep, sacrifice Lithophage unless you sacrifice a mountain.

Lumbering Satyr  
{2}{G}{G}  
Creature -- Beast  
5/4  
All creatures have forestwalk. #(They're unblockable as long as defending player controls a forest.)#

Lunge  
{2}{R}  
Instant  
Lunge deals 2 damage to target creature and 2 damage to target player.

Lure  
{1}{G}{G}  
Enchant Creature  
All creatures able to block enchanted creature do so.

Maggot Therapy  
{2}{B}  
Enchant Creature  
You may play Maggot Therapy any time you could play an instant.  
Enchanted creature gets +2/-2.

Magistrate's Scepter  
{3}  
Artifact  
{4}, {T}: Put a charge counter on Magistrate's Scepter.  
{T}, Remove three charge counters from Magistrate's Scepter: Take another turn after this one.

Magistrate's Veto  
{2}{R}  
Enchantment  
White creatures and blue creatures can't block.

Megatherium  
{2}{G}

Creature -- Beast

4/4

Trample

When Megatherium comes into play, sacrifice it unless you pay {1} for each card in your hand.

Mercadian Atlas

{5}

Artifact

At the end of your turn, if you didn't play a land this turn, you may draw a card.

Mercadian Bazaar

Land

Mercadian Bazaar comes into play tapped.

{T}: Put a storage counter on Mercadian Bazaar.

{T}, Remove any number of storage counters from Mercadian Bazaar: Add one red mana to your mana pool for each storage counter removed this way.

Mercadian Lift

{2}

Artifact

{1}, {T}: Put a winch counter on Mercadian Lift.

{T}, Remove X winch counters from Mercadian Lift: Put a creature card with converted mana cost X from your hand into play.

Mercadia's Downfall

{2}{R}

Instant

Attacking creatures get +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls.

Midnight Ritual

{X}{2}{B}

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a black 2/2 Zombie creature token into play.

Misdirection

{3}{U}{U}

Instant

You may remove a blue card in your hand from the game rather than pay Misdirection's mana cost.

Change the target of target spell with a single target.

Misshapen Fiend

{1}{B}

Creature -- Mercenary

1/1

Flying

Misstep

{1}{U}  
Sorcery  
Creatures target player controls don't untap during that player's next untap step.

Molting Harpy  
{B}  
Creature -- Mercenary  
2/1  
Flying  
At the beginning of your upkeep, sacrifice Molting Harpy unless you pay {2}.

Moment of Silence  
{W}  
Instant  
Target player skips his or her next combat phase this turn.

Monkey Cage  
{5}  
Artifact  
When a creature comes into play, sacrifice Monkey Cage and put into play a number of 2/2 green Ape creature tokens equal to that creature's converted mana cost.

Moonlit Wake  
{2}{W}  
Enchantment  
Whenever a creature is put into a graveyard from play, you gain 1 life.

Mountain  
Land  
[R]

Muzzle  
{1}{W}  
Enchant Creature  
Prevent all damage that would be dealt by enchanted creature.

Natural Affinity  
{2}{G}  
Instant  
All lands become 2/2 creatures until end of turn. They're still lands.

Nether Spirit  
{1}{B}{B}  
Creature -- Spirit  
2/2  
At the beginning of your upkeep, if Nether Spirit is the only creature card in your graveyard, you may return Nether Spirit to play.



Nightwind Glider

{2}{W}

Creature -- Rebel

2/1

Flying, protection from black

Noble Purpose

{3}{W}{W}

Enchantment

Whenever a creature you control deals combat damage, you gain that much life.

Notorious Assassin

{3}{B}

Creature -- Spellshaper

2/2

{2}{B}, {T}, Discard a card from your hand: Destroy target nonblack creature. It can't be regenerated.

Ogre Taskmaster

{3}{R}

Creature -- Ogre

4/3

Ogre Taskmaster can't block.

Orim's Cure

{1}{W}

Instant

If you control a plains, you may tap an untapped creature you control rather than pay the mana cost of Orim's Cure.

Prevent the next 4 damage that would be dealt to target creature or player this turn.

Overtaker

{1}{U}

Creature -- Spellshaper

1/1

{3}{U}, {T}, Discard a card from your hand: Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. #(It may attack and #{T}# the turn it comes under your control.)#

Panacea

{4}

Artifact

{X}{X}, {T}: Prevent the next X damage that would be dealt to target creature or player this turn.

Pangosaur

{2}{G}{G}

Creature -- Lizard

6/6

Whenever a player plays a land, return Pangosaur to its owner's hand.

Peat Bog

Land

Peat Bog comes into play tapped with two depletion counters on it.

{T}, Remove a depletion counter from Peat Bog: Add two black mana to your mana pool.

If there are no depletion counters on Peat Bog, sacrifice it.

Pious Warrior

{3}{W}

Creature -- Rebel

2/3

Whenever Pious Warrior is dealt combat damage, you gain that much life.

Plains

Land

[W]

Port Inspector

{1}{U}

Creature -- Townsfolk

1/2

Whenever Port Inspector becomes blocked, you may look at defending player's hand.

Power Matrix

{4}

Artifact

{T}: Target creature gets +1/+1 and gains flying, first strike, and trample until end of turn.

Pretender's Claim

{1}{B}

Enchant Creature

Whenever enchanted creature becomes blocked, tap all lands defending player controls.

Primeval Shambler

{4}{B}

Creature -- Mercenary

3/3

{B}: Primeval Shambler gets +1/+1 until end of turn.

Puffer Extract

{5}

Artifact

{X}, {T}: Target creature you control gets +X/+X until end of turn. Destroy it at end of turn.

Pulverize

{4}{R}{R}

Sorcery

You may sacrifice two mountains rather than pay Pulverize's mana

cost.  
Destroy all artifacts.

Puppet's Verdict

{1}{R}{R}

Instant

Flip a coin. If you win the flip, destroy all creatures with power 2 or less. If you lose the flip, destroy all creatures with power 3 or greater.

Putrefaction

{4}{B}

Enchantment

Whenever a player plays a white spell or green spell, that player discards a card from his or her hand.

Quagmire Lamprey

{2}{B}

Creature -- Fish

1/1

Whenever Quagmire Lamprey becomes blocked by a creature, put a -1/-1 counter on that creature.

Rain of Tears

{1}{B}{B}

Sorcery

Destroy target land.

Ramosian Captain

{1}{W}{W}

Creature -- Rebel

2/2

First strike

{5}, {T}: Search your library for a Rebel card with converted mana cost 4 or less and put that card into play. Then shuffle your library.

Ramosian Commander

{2}{W}{W}

Creature -- Rebel

2/4

{6}, {T}: Search your library for a Rebel card with converted mana cost 5 or less and put that card into play. Then shuffle your library.

Ramosian Lieutenant

{1}{W}

Creature -- Rebel

1/2

{4}, {T}: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Ramosian Rally

{3}{W}

Instant

If you control a plains, you may tap an untapped creature you control rather than pay Ramosian Rally's mana cost.

Creatures you control get +1/+1 until end of turn.

Ramosian Sergeant

{W}

Creature -- Rebel

1/1

{3}, {T}: Search your library for a Rebel card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Ramosian Sky Marshal

{3}{W}{W}

Creature -- Rebel

3/3

Flying

{7}, {T}: Search your library for a Rebel card with converted mana cost 6 or less and put that card into play. Then shuffle your library.

Rampart Crawler

{B}

Creature -- Mercenary

1/1

Rampart Crawler can't be blocked by Walls.

Rappelling Scouts

{2}{W}{W}

Creature -- Rebel

1/4

Flying

{2}{W}: Rappelling Scouts gains protection from the color of your choice until end of turn.

Remote Farm

Land

Remote Farm comes into play tapped with two depletion counters on it.

{T}, Remove a depletion counter from Remote Farm: Add two white mana to your mana pool. If there are no depletion counters on Remote Farm, sacrifice it.

Renounce

{1}{W}

Instant

Sacrifice any number of permanents. You gain 2 life for each one sacrificed this way.

Revered Elder

{2}{W}

Creature -- Cleric

1/2

{1}: Prevent the next 1 damage that would be dealt to Revered Elder this turn.

Reverent Mantra

{3}{W}

Instant

You may remove a white card in your hand from the game rather than pay Reverent Mantra's mana cost.

All creatures gain protection from the color of your choice until end of turn.

Revive

{1}{G}

Sorcery

Return target green card from your graveyard to your hand.

Righteous Aura

{1}{W}

Enchantment

{W}, Pay 2 life: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Righteous Indignation

{2}{W}

Enchantment

Whenever a creature blocks a black or red creature, the blocking creature gets +1/+1 until end of turn.

Rishadan Airship

{2}{U}

Creature -- Pirate

3/1

Flying

Rishadan Airship may block only creatures with flying.

Rishadan Brigand

{4}{U}

Creature -- Pirate

3/2

Flying

When Rishadan Brigand comes into play, each opponent sacrifices a permanent unless he or she pays {3}.

Rishadan Brigand may block only creatures with flying.

Rishadan Cutpurse

{2}{U}

Creature -- Pirate

1/1

When Rishadan Cutpurse comes into play, each opponent sacrifices a permanent unless he or she pays {1}.

Rishadan Footpad

{3}{U}

Creature -- Pirate

2/2

When Rishadan Footpad comes into play, each opponent sacrifices a permanent unless he or she pays {2}.

Rishadan Pawnshop

{2}

Artifact

{2}, {T}: Shuffle target card in play you control into its owner's library.

Rishadan Port

Land

{T}: Add one colorless mana to your mana pool.

{1}, {T}: Tap target land.

Robber Fly

{2}{R}

Creature -- Insect

1/1

Flying

Whenever Robber Fly becomes blocked, defending player discards his or her hand, then draws that many cards.

Rock Badger

{4}{R}

Creature -- Beast

3/3

Mountainwalk # (This creature is unblockable as long as defending player controls a mountain.) #

Rouse

{1}{B}

Instant

If you control a swamp, you may pay 2 life rather than pay Rouse's mana cost.

Target creature gets +2/+0 until end of turn.

Rushwood Dryad

{1}{G}

Creature -- Dryad

2/1

Forestwalk # (This creature is unblockable as long as defending player controls a forest.) #

Rushwood Elemental

{G}{G}{G}{G}{G}

Creature -- Elemental

4/4

Trample

At the beginning of your upkeep, you may put a +1/+1 counter on Rushwood Elemental.

Rushwood Grove

Land

Rushwood Grove comes into play tapped.

{T}: Put a storage counter on Rushwood Grove.

{T}, Remove any number of storage counters from Rushwood Grove: Add one green mana to your mana pool for each storage counter removed this way.

Rushwood Herbalist

{2}{G}

Creature -- Spellshaper

2/2

{G}, {T}, Discard a card from your hand: Regenerate target creature.

Rushwood Legate

{2}{G}

Creature -- Dryad

2/1

If an opponent controls an island and you control a forest, you may play Rushwood Legate without paying its mana cost.

Saber Ants

{3}{G}

Creature -- Insect

2/3

Whenever Saber Ants is dealt damage, you may put that many 1/1 green Insect creature tokens into play.

Sacred Prey

{G}

Creature -- Beast

1/1

When Sacred Prey becomes blocked, you gain 1 life.

Sailmonger

{3}{U}

Creature -- Monger

3/3

{2}: Target creature gains flying until end of turn. Any player may play this ability.

Sand Squid

{3}{U}

Creature -- Beast

2/2

Islandwalk # (This creature is unblockable as long as defending player controls an island.) #

You may choose not to untap Sand Squid during your untap step.

{T}: Tap target creature. That creature doesn't untap during its controller's untap step as long as Sand Squid remains tapped.

Sandstone Needle

Land

Sandstone Needle comes into play tapped with two depletion counters on it.

{T}, Remove a depletion counter from Sandstone Needle: Add two red mana to your mana pool. If there are no depletion counters on Sandstone Needle, sacrifice it.

Saprazzan Bailiff

{3}{U}{U}

Creature -- Merfolk

2/2

When Saprazzan Bailiff comes into play, remove all artifact and enchantment cards in all graveyards from the game.

When Saprazzan Bailiff leaves play, return all artifact and enchantment cards from all graveyards to their owners' hands.

Saprazzan Breaker

{4}{U}

Creature -- Beast

3/3

{U}: Put the top card of your library into your graveyard. If that card is a land card, Saprazzan Breaker is unblockable this turn.

Saprazzan Cove

Land

Saprazzan Cove comes into play tapped.

{T}: Put a storage counter on Saprazzan Cove.

{T}, Remove any number of storage counters from Saprazzan Cove: Add one blue mana to your mana pool for each storage counter removed this way.

Saprazzan Heir

{1}{U}

Creature -- Merfolk

1/1

Whenever Saprazzan Heir becomes blocked, you may draw three cards.

Saprazzan Legate

{3}{U}

Creature -- Soldier

1/3

Flying

If an opponent controls a mountain and you control an island, you may play Saprazzan Legate without paying its mana cost.

Saprazzan Outrigger

{3}{U}

Creature -- Ship

5/5

When Saprazzan Outrigger attacks or blocks, put it on top of its owner's library at end of combat.

Saprazzan Raider

{2}{U}

Creature -- Merfolk

1/2

When Saprazzan Raider becomes blocked, return it to its owner's



hand.

Saprazzan Skerry

Land

Saprazzan Skerry comes into play tapped with two depletion counters on it.

{T}, Remove a depletion counter from Saprazzan Skerry: Add two blue mana to your mana pool.

If there are no depletion counters on Saprazzan Skerry, sacrifice it.

Scandalmonger

{3}{B}

Creature -- Monger

3/3

{2}: Target player discards a card from his or her hand. Any player may play this ability but only if he or she could play a sorcery.

Security Detail

{3}{W}

Enchantment

{W}{W}: Put a 1/1 white Soldier creature token into play. Play this ability only if you control no creatures and only once each turn.

Seismic Mage

{3}{R}

Creature -- Spellshaper

1/1

{2}{R}, {T}, Discard a card from your hand: Destroy target land.

Sever Soul

{3}{B}{B}

Sorcery

Destroy target nonblack creature. It can't be regenerated. You gain life equal to its toughness.

Shock Troops

{3}{R}

Creature -- Soldier

2/2

Sacrifice Shock Troops: Shock Troops deals 2 damage to target creature or player.

Shoving Match

{2}{U}

Instant

Until end of turn, all creatures gain "{T}: Tap target creature."

Silent Assassin

{B}{B}

Creature -- Mercenary

2/1

{3}{B}: Destroy target blocking creature at end of combat.

Silverglade Elemental  
{4}{G}

Creature -- Elemental  
4/4

When Silverglade Elemental comes into play, you may search your library for a forest card and put that card into play. If you do, shuffle your library.

Silverglade Pathfinder  
{1}{G}

Creature -- Spellshaper  
1/1

{1}{G}, {T}, Discard a card from your hand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Sizzle  
{2}{R}

Sorcery

Sizzle deals 3 damage to each opponent.

Skulking Fugitive  
{2}{B}

Creature -- Mercenary  
3/4

When Skulking Fugitive becomes the target of a spell or ability, sacrifice it.

Skull of Ramos  
{3}

Artifact

{T}: Add one black mana to your mana pool.

Sacrifice Skull of Ramos: Add one black mana to your mana pool.

Snake Pit  
{3}{G}

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

Snorting Gahr  
{2}{G}{G}

Creature -- Beast  
3/3

Whenever Snorting Gahr becomes blocked, it gets +2/+2 until end of turn.

Snuff Out  
{3}{B}

Instant

If you control a swamp, you may pay 4 life rather than pay Snuff Out's mana cost.

Destroy target nonblack creature. It can't be regenerated.

Soothing Balm

{1}{W}

Instant

Target player gains 5 life.

Soothsaying

{U}

Enchantment

{3}{U}{U}: Shuffle your library.

{X}: Look at the top X cards of your library and put them back in any order.

Soul Channeling

{2}{B}

Enchant Creature

Pay 2 life: Regenerate enchanted creature.

Specter's Wail

{1}{B}

Sorcery

Target player discards a card at random from his or her hand.

Spidersilk Armor

{2}{G}

Enchantment

Creatures you control get +0/+1 and may block as though they had flying.

Spiritual Focus

{1}{W}

Enchantment

Whenever a spell or ability an opponent controls causes you to discard a card from your hand, you gain 2 life and you may draw a card.

Spontaneous Generation

{3}{G}

Sorcery

Put a 1/1 green Saproling creature token into play for each card in your hand.

Squall

{2}{G}

Sorcery

Squall deals 2 damage to each creature with flying.

Squallmonger

{3}{G}

Creature -- Monger

3/3

{2}: Squallmonger deals 1 damage to each creature with flying and each player. Any player may play this ability.

Squee, Goblin Nabob

{2}{R}

Creature -- Goblin Legend

1/1

At the beginning of your upkeep, if Squee, Goblin Nabob is in your graveyard, you may return Squee to your hand.

Squeeze

{3}{U}

Enchantment

Sorcery spells cost {3} more to play.

Stamina

{2}{G}

Enchant Creature

Attacking doesn't cause enchanted creature to tap.

Sacrifice Stamina: Regenerate enchanted creature.

Statecraft

{3}{U}

Enchantment

Prevent all combat damage that would be dealt to and dealt by creatures you control.

Steadfast Guard

{W}{W}

Creature -- Rebel

2/2

Attacking doesn't cause Steadfast Guard to tap.

Stinging Barrier

{2}{U}{U}

Creature -- Wall

0/4

#{Walls can't attack.)#

{U}, {T}: Stinging Barrier deals 1 damage to target creature or player.

Stone Rain

{2}{R}

Sorcery

Destroy target land.

Story Circle

{1}{W}{W}

Enchantment

As Story Circle comes into play, choose a color.

{W}: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.

Strongarm Thug

{2}{B}

Creature -- Mercenary

1/1

When Strongarm Thug comes into play, you may return target Mercenary

card from your graveyard to your hand.

Subterranean Hangar

Land

Subterranean Hangar comes into play tapped.

{T}: Put a storage counter on Subterranean Hangar.

{T}, Remove any number of storage counters from Subterranean Hangar:  
Add one black mana to your mana pool for each storage counter  
removed this way.

Sustenance

{1}{G}

Enchantment

{1}, Sacrifice a land: Target creature gets +1/+1 until end of turn.

Swamp

Land

[B]

Task Force

{2}{W}

Creature -- Rebel

1/3

Whenever Task Force becomes the target of a spell or ability, it  
gets +0/+3 until end of turn.

Tectonic Break

{X}{R}{R}

Sorcery

Each player sacrifices X lands.

Territorial Dispute

{4}{R}{R}

Enchantment

Players can't play lands.

At the beginning of your upkeep, sacrifice Territorial Dispute  
unless you sacrifice a land.

Thermal Glider

{2}{W}

Creature -- Rebel

2/1

Flying, protection from red

Thieves' Auction

{4}{R}{R}{R}

Sorcery

Set aside all nontoken permanents. You choose one of those cards and  
put it into play tapped under your control. Then your opponent  
chooses one and puts it into play tapped under his or her control.  
Repeat this process until all cards set aside this way have been  
chosen. #(Local enchantments with no permanent to enchant remain  
removed from the game.)#

Thrashing Wumpus

{3}{B}{B}

Creature -- Beast

3/3

{B}: Thrashing Wumpus deals 1 damage to each creature and each player.

Thunderclap

{2}{R}

Instant

You may sacrifice a mountain rather than pay Thunderclap's mana cost.

Thunderclap deals 3 damage to target creature.

Thwart

{2}{U}{U}

Instant

You may return three islands you control to their owner's hand rather than pay Thwart's mana cost.

Counter target spell.

Tidal Bore

{1}{U}

Instant

You may return an island you control to its owner's hand rather than pay Tidal Bore's mana cost.

Tap or untap target creature.

Tidal Kraken

{5}{U}{U}{U}

Creature -- Monster

6/6

Tidal Kraken is unblockable.

Tiger Claws

{2}{G}

Enchant Creature

You may play Tiger Claws any time you could play an instant.

Enchanted creature gets +1/+1 and has trample.

Timid Drake

{2}{U}

Creature -- Drake

3/3

Flying

When another creature comes into play, return Timid Drake to its owner's hand.

Tonic Peddler

{1}{W}

Creature -- Spellshaper

1/1

{W}, {T}, Discard a card from your hand: Target player gains 3 life.

Tooth of Ramos  
{3}

Artifact

{T}: Add one white mana to your mana pool.

Sacrifice Tooth of Ramos: Add one white mana to your mana pool.

Tower of the Magistrate

Land

{T}: Add one colorless mana to your mana pool.

{1}, {T}: Target creature gains protection from artifacts until end of turn.

Toymaker

{2}

Artifact Creature -- Spellshaper

1/1

{1}, {T}, Discard a card from your hand: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. #(It retains its abilities.)#

Trade Routes

{1}{U}

Enchantment

{1}: Return target land you control to its owner's hand.

{1}, Discard a land card from your hand: Draw a card.

Tranquility

{2}{G}

Sorcery

Destroy all enchantments.

Trap Runner

{2}{W}{W}

Creature -- Soldier

2/3

{T}: Target attacking unblocked creature becomes blocked. Play this ability only during the declare blockers step. #(This ability works on unblockable creatures.)#

Tremor

{R}

Sorcery

Tremor deals 1 damage to each creature without flying.

Two-Headed Dragon

{4}{R}{R}

Creature -- Dragon

4/4

Flying

{1}{R}: Two-Headed Dragon gets +2/+0 until end of turn.

Two-Headed Dragon can't be blocked except by two or more creatures.

Two-Headed Dragon may block an additional creature.

Undertaker

{1}{B}

Creature -- Spellshaper

1/1

{B}, {T}, Discard a card from your hand: Return target creature card from your graveyard to your hand.

Unmask

{3}{B}

Sorcery

You may remove a black card in your hand from the game rather than pay Unmask's mana cost.

Target player reveals his or her hand. Choose a nonland card from it. That player discards that card.

Unnatural Hunger

{3}{B}{B}

Enchant Creature

At the beginning of the upkeep of enchanted creature's controller, Unnatural Hunger deals to that player damage equal to enchanted creature's power unless he or she sacrifices another creature.

Uphill Battle

{2}{R}

Enchantment

Creatures your opponents play come into play tapped.

Vendetta

{B}

Instant

Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.

Venomous Breath

{3}{G}

Instant

At end of combat, destroy all creatures that blocked or were blocked by target creature this turn.

Venomous Dragonfly

{3}{G}

Creature -- Insect

1/1

Flying

Whenever Venomous Dragonfly blocks or becomes blocked by a creature, destroy that creature at end of combat.

Vernal Equinox

{3}{G}

Enchantment

Any player may play creature and enchantment cards any time he or she could play an instant.

Vine Dryad



{3}{G}

Creature -- Dryad

1/3

Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#

You may play Vine Dryad any time you could play an instant.

You may remove a green card in your hand from the game rather than pay Vine Dryad's mana cost.

Vine Trellis

{1}{G}

Creature -- Wall

0/4

#{Walls can't attack.)#

{T}: Add one green mana to your mana pool.

Volcanic Wind

{4}{R}{R}

Sorcery

Volcanic Wind deals X damage divided as you choose among any number of target creatures, where X is the number of creatures in play as you play Volcanic Wind.

Wall of Distortion

{2}{B}{B}

Creature -- Wall

1/3

#{Walls can't attack.)#

{2}{B}, {T}: Target player discards a card from his or her hand.

Play this ability only any time you could play a sorcery.

War Cadence

{2}{R}

Enchantment

{X}{R}: Creatures can't block this turn unless their controller pays {X} for each blocking creature he or she controls. #(This cost is paid as blockers are declared.)#

War Tax

{2}{U}

Enchantment

{X}{U}: Creatures can't attack this turn unless their controller pays {X} for each attacking creature. #(This cost is paid as attackers are declared.)#

Warmonger

{3}{R}

Creature -- Monger

3/3

{2}: Warmonger deals 1 damage to each creature without flying and each player. Any player may play this ability.

Warpath

{3}{R}

Instant

Warpath deals 3 damage to each blocking creature and each blocked creature.

Waterfront Bouncer

{1}{U}

Creature -- Spellshaper

1/1

{U}, {T}, Discard a card from your hand: Return target creature to its owner's hand.

Wave of Reckoning

{4}{W}

Sorcery

Each creature deals to itself damage equal to its power.

Wild Jhovall

{3}{R}

Creature -- Cat

3/3

Wishmonger

{3}{W}

Creature -- Monger

3/3

{2}: Target creature gains protection from the color of its controller's choice until end of turn. Any player may play this ability.

Word of Blasting

{1}{R}

Instant

Destroy target Wall. It can't be regenerated. Word of Blasting deals damage equal to that Wall's converted mana cost to the Wall's controller.

Worry Beads

{3}

Artifact

At the beginning of each player's upkeep, that player puts the top card from his or her library into his or her graveyard.